MOVIE MAKER — ATARI

Getting Started

To load the Movie Maker program, start the disk labeled **Program Disk** as you would any other. To load and play the movies on **side 2** of the **Program Disk**, start that side of the disk instead.

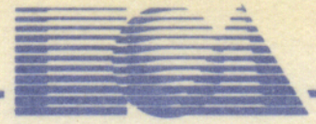
Important Manual Addendum

In Chapter 2, page 12, middle of the 2nd paragraph, please add the following missing step: "After the RECORD program section finishes loading, GET the Animation file named BDAY before selecting RECORD from the Utility menu."

Customizing the Joystick for Left-Handed Use

If you press **Return** while the Main Menu is on the screen, your joystick controls will be rotated 90 degrees to the right, making it easy to use the stick with the left hand and the button with the right. Pressing **Return** again returns the controls to the normal right-hand use setting..

FOR MORE INFORMATION, SEE THE INSIDE OF THIS CARD AND THE MANUAL (LOCATED INSIDE THE FRONT COVER OF THE PACKAGE.)



Disk Contents

Program Disk, Side 1—The X(tra function) files TEXT and SCALE, the Sound files FX, STRING and DRAGON plus the Movie Maker program file.

Program Disk, Side 2—The files needed for the Autoplay function, plus 6 ready-made MVM files: DOGGY by Jan Svochak; FAMILY, FARM and DRAGON by Arlene Boehm; HAWK by Don Poynter; HALLWEEN by Gahan Wilson.

Data Disk, Side 1—SHP and ANI files for DOG (by Bob Svihovec); SHP, BKG and ANI files for FAMILY, FARM, FISH and DRAGON.

Data Disk, Side 2—SHP, BKG and ANI files for BDAY, HALLWEEN, and XMAS (by Gahan Wilson), for DOGGY, and for HAWK.

Making MVM Files from the Ready-built Animation Files

As the Disk Contents above indicates, there was not enough room for all the ready-built movies to be stored on Side 2 of the Program disks as MVM files. To make 4 more original MVM files use SMOOTH, described in chapter 6 in the manual, with the file sets named BDAY, XMAS, DOG and FISH.

Making Your Own Autoplay Disks

Side 2 of the Program Disk contains a file named AUTORUN which is essential to the autoplay feature. Additionally, the file CNTDOWN.INI causes the autoplay feature to start with the "10, 9, 8..." feature.

To make your own autoplay disk, use Atari DOS to copy those files to the disk you want to use. Then also use Atari DOS to write DOS itself onto the disk. You can then KEEP MVM files on that disk for automatic playback.

Using Lowercase Text

When you use the TEXT X(tra Function), you may use both upper and lower case by using the CAPS/LOWR key (which is just called the CAPS key on the XL and XE family). Pressing the key once puts you into lower case mode. Pressing it again while holding down the Shift key returns you to upper case mode.

Changing Color Hue and Luminance

The Atari version of Movie Maker takes advantage of the color capabilities built into the Atari hardware. When you press **C0, 1, 2** or **3** to tell the program that you want to change a color, use the left and right cursor keys to change the color's hue, and use the up and down cursor keys to change the color's luminance.

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